

COMPUTE!™ Publications, Inc. 
One of the ABC Publishing Companies



Mr. Joseph

Laurel Springs, NJ 08021

324 West Wendover Avenue, Suite 200, Greensboro, North Carolina 27408.
Post Office Box 5406, Greensboro, North Carolina 27403.

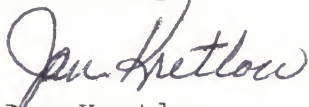


Dear Gazette Reader:

Thank you for your inquiry regarding our magazine.
Enclosed you will find the errata sheet that you requested.

We regret any inconvenience this may have caused you and
thank you for your support of COMPUTE!'s Gazette.

Sincerely,



Jan Kretlow
Administrative Assistant
Editorial Department

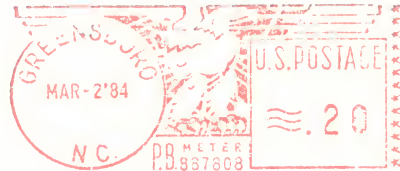
enc

ALIEN ARMADA COMPUTE!'S GAZETTE May 1985
VIC VERSION
Bugswatted July 1985

The instructions for entering the VIC version of "Alien Armada" (May) are incorrect. As the article indicated, it runs on an unexpanded VIC, but must be entered on a BIC with at least 8K expansion. Step 2 of the instructions moves BASIC safely out of the way, but leaves the beginning of screen memory at 4096, where it will interfere with Alien Armada. To correct this, change step 2 to:

POKE648,28:SYS58648:POKE44,30:POKE7680,0:NEW and then load and run MLX.

COMPUTE!TM Publications, Inc. 
One of the ABC Publishing Companies



Mr. Joseph Jr.
Laurel Springs, NJ 08021

505 Edwardia Drive, Greensboro, North Carolina 27409.
Post Office Box 5406, Greensboro, North Carolina 27403.




Dear Gazette Reader:

Thank you for your inquiry about COMPUTE!'s Gazette. Enclosed you will find the errata sheet that you requested.

We regret any inconvenience this may have caused you and thank you for your support of COMPUTE! publications.

Yours truly,



Laura MacFadden
Administrative Assistant
Editorial Department

enc

Trenchfire - VIC version

The VIC version of this program (page 52) contains incorrect instructions. Trenchfire was written to run on an unexpanded VIC, but must be entered using Tiny MLX and an 8K (or more) expander. When expansion memory is added, the VIC automatically moves screen memory and start-of-BASIC. The instructions in step one (POKE 44,24:POKE24*256,0:NEW) will move start-of-BASIC, but leave screen memory at 4096-4608. As a result, the machine language at 4352-4608 can become garbled by the screen (at the same locations). The correct instructions should be:

1. Insert the 8K expander, turn on your VIC and enter this line:

```
POKE 648,24:SYS58648:POKE 642,26:SYS58232
```

Readers who have already typed in the VIC version of Trenchfire do not have to re-type the whole program to fix it. To create a patch, follow the instructions above, LOAD Tiny MLX and use a starting address (S) of 4352 and ending address (E) of 4610. Enter the first 43 lines and SAVE to tape or disk. To run the game, turn off your VIC, unplug the memory expansion, and turn it back on. Tape users can now LOAD "TRENCHFIRE",1,1 followed by LOAD "PATCH",1,1. If you have a disk drive, substitute ,8,1. You can then start the game with SYS 4352.